

Theme:	Statue of Zeus
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Date:

Duty Six:

Time	Min	Activity	Equipment	Scouter
	05	GRAND HOWL Flag Prayer Register Break	Totem/skin/rock Flag/flag pole Prayer book Register	
<i>Are we looking as smart as Zeus?</i>				
	05	INSPECTION: General Appearance		
<i>Zeus was the Greek God of the sky and the earth - he was very powerful. They even made coins with his picture on it - how many coins can you pick up.</i>				
	05	ACTIVE GAME: Pick up Coins Scatter small pieces of paper around a designated area. Cubs to run around and pick up a 'coin' (paper) one at a time, by sucking on a straw. Once they have picked up the coin, they need to place it in a safe place with the rest of the coins for the team. If it drops, they need to stop and pick it up again. When all the coins have finished, the team with the most coins is the winner.	Small pieces of paper; 1 straw per Cub	
<i>Let us learn more about this great god - who was he and who were his friends?</i>				
	10	YARN: Zeus and his mighty Company	Yarn	
<i>The Temple and Statue of Zeus was completed around 776BC and coincided with the first Olympic Games - games are fun - let's have our very own Cublympic Games!</i>				
	05	GAME 1: Shoe Throw Cubs loosen their shoe laces (one shoe) and lie on their backs. They need to kick off their shoes as hard as they can over their heads and see who can kick their shoes the farthest. Do best out of three.	Shoes	

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	10	<p>GAME 2: Hammer throw</p> <p>Make a 'hammer' out of paper bags, newspaper and string. Stuff the paper bag with newspaper. Tie it off with a long string. Hold the end of the string. Spin around three times. Let go. Watch how far the hammer travels.</p>	Paper bags, newspaper, string	
	05	<p>GAME 3: Tissue sprint.</p> <p>On a signal, Cubs throw an unfolded tissue out ahead of them, go to it, pick it up, and repeat until they have reached the finish line. A tissue may not be caught or touched after it is thrown before it hits the ground. If it is, the Cub must take two giant steps backwards. No one can move forward while holding the tissue or by letting it blow up against their body or clothing.</p>	Tissues	
	10	<p>GAME 4: Hat Exchange</p> <p>Cubs form a circle, all facing in, cap on head. The numbers 1,2,3 and 4 will be called in sequence. Each Cub takes the hat off the person on their right and places the hat on his/her own head. Repeat until it appears to be a continuous movement around the circle. When they have got themselves organised with that way, reverse the hat taking.</p>	Caps	
	10	<p>GAME 5: (Circle): Pass the Slap</p> <p>Have the Cubs lie on their stomachs (or sit at a table) in a circle with their hands out in front of them. Have the Cubs overlap their hands, so that the hands of their neighbours are in between their own hands (if the Cubs are Marisa, Robert, Kevin the hands would be Robert's left hand, Marisa's right hand, Kevin's left hand, Robert's right hand). First practice passing the slap clockwise (to the left). You – or a chosen leader – slap the ground with your left hand and the hand next to your hand clockwise slaps the ground (note this is not the next person clockwise) and then the next hand clockwise slaps the ground, and so on. The slap continues clockwise around the circle.</p>	None	
<p><i>The Statue of Zeus was huge - almost 12m high - and was made of gold and ivory. In his right hand he held a small statue of Nike - the goddess of victory - we also know Nike for another reason - for us, what is Nike famous for? Running shoes and sportswear. What other brands do we know?</i></p>				
	10	<p>PLAYACTING: What is the Brand?</p> <p>Each Cub is to draw a piece of paper from the envelope. On the paper will be the picture and the</p>	Clues (see attachment)	

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		<p>name of a brand. The Cubs will get a couple of minutes to decide how best they are going to play act the brand so that the rest of the Cubs can guess what he is describing. There are a couple of extra brands in case they get stuck! Start by miming what the product does and then they can give verbal clues - cannot mention the name of the brand. Each Cub to get one clue even if there are duplicates.</p> <p>Community Challenge: Entertaining. Silver Wolf – Take part in a play acting activity with your Six.</p>		
<p><i>Zeus was powerful and he could make lightning and thunder happen whenever he wanted to. Can we do the same?</i></p>				
	05	<p>QUIET GAME: Recreate a Rainstorm</p> <p>Explain that a rain storm is coming but not to worry because it won't last long. If we listen, we can hear it come and go. Direct the Cubs on the right side of the room to sit facing forward, but watch the Cubs immediately to their left and do exactly what they do. Don't watch the Leader or other Cubs. Just watch that Cub and listen to the sounds. Repeat the instructions across the room, having everyone watch the Cubs immediately to their left, but keep sitting forward so the Cubs on their right can see what they do.</p> <p>Then, the Leader should stand at the left side of the room and tell those Cubs on the far left to watch him/her. When the Leader does an action, he/she should try to do it so Cubs across the room cannot see it.</p> <p>The Leader does each of the following actions, and continues doing it until it has propagated across the room:</p> <ul style="list-style-type: none"> • Rub hands together • Snap fingers • Clap hands • Slap thighs • Stomp feet • Slap thighs • Clap hands • Snap fingers • Rub hands • Hands on lap <p>It sounds like a rain storm sweeping in and then passing by - pretty cool!</p>		

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<i>So now we know about the Seven Wonders of the Ancient world – you still up for some exploring. Next week, make sure you are dressed correctly for a fun adventure.</i>				
	05	NOTICES/BADGES		
	05	GRAND HOWL Flag Prayer Dismiss	Totem/skin/rock Flag/flag pole Prayer book	